

## **SCIENTIFIC JUDGE**

We have selected a multiple-choice format for many of our questions. This eliminates more than one correct answer (**it's either one of our answers or the response is wrong**).

1. Your primary duty as a Science Bowl SCIENTIFIC JUDGE is to **ensure that the Moderator has read each question correctly**. You will be given a packet of questions identical to those of the Moderator. As the Moderator reads a question, please follow along to make sure the question is read correctly and that all words are pronounced correctly.
2. The Scientific Judge may control the buzzer lock-out system.
3. The Scientific Judge may also verbally recognize the student in place of the Moderator. This duty should be determined by the Moderator and Scientific Judge before the match and should be consistent for the whole match.
4. The Scientific Judge helps to resolve rules, scoring, or protocol **challenges**.

Should a question, rule, score, or protocol be challenged, there are a number of steps that should be followed:

- First, see that the competition clock is stopped.
- Confer with your science bowl judging team to resolve the challenge.

Should you feel that time was lost as a result of the interruption (5, 10, or 15 seconds, for example), check with the Moderator who may add that time back onto the clock before resuming the competition. Be certain to announce that you are “correcting” the time because time was lost due to the interruption so that all participants understand what is happening.

# National Middle School Science Bowl

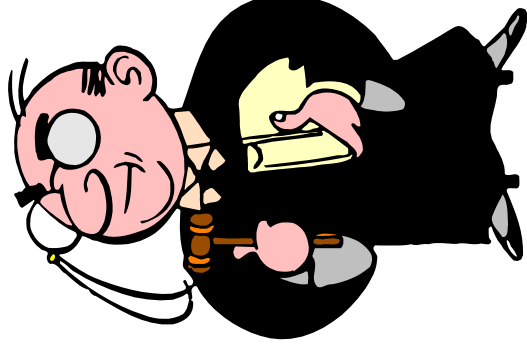
## SCIENTIFIC JUDGE

What DO ?  
I Do .

1. Follow questions read by moderator (ensure correct pronunciation).

2. Control buzzer system.

- Turn the flashing light off after the student has been recognized.
- Verbally recognize the individual before he/she responds.  
(Moderator and Scientific Judge will tell students who will recognize.)
- If recognizing, identify student by....
  - 1) announcing Team A or Team B and
  - 2) announcing participant ID (captain, 1, 2, 3)



3. Challenges

- Along with Moderator, request that clock be stopped during challenges.
- All challenges go to the Appeals Room.

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Challenge?

- Ask timekeeper to stop the clock.

*Note: Please review all questions before the competition.*